

The Metaverse and Avatar Mind Force.



The term Metaverse, incidentally, was first used by author Neal Stephenson in his sci-fi book *Snow Crash* back in 1992.

Today, the Metaverse represents an online virtual world that combines tech from augmented reality, virtual reality, 3D holographics (think: avatars), video, and other communication methods as an alternative world to coexist in.

Mark Zuckerberg, the CEO of the newly named Meta (formerly Facebook), estimates it could take five to 10 years before the key features of the metaverse become mainstream.

The metaverse already exist in online game universes such as Fortnite, Minecraft and Roblox. And the companies behind those games have ambitions to be part of the evolution of the metaverse.

The virtual world in the New York Times bestselling book *Ready Player One* is probably the best example of what the metaverse might look like. The filmmaker

Steven Spielberg comes the science fiction action adventure “Ready Player One,” based on Ernest Cline's bestseller.

Facebook is also positioning itself towards the metaverse with its expanded VR world, Horizon (currently in beta). Facebook describes Horizon as a social experience where you can explore, play, and create with others in VR.